GULP

A fast-paced game of strategy and betrayal.

Required to play:

3-7 people

1 full deck of 52 cards

5+ pennies for every person who will be playing

Instructions:

Before you play, remove the 1, 3, 4, 5, 6, 8, 9, 10, and joker cards from the deck and set them aside. Shuffle the remaining cards and place them in a stack at the center of the table. Place the pile of pennies at the center of the table next to the stack of cards. Before the start of the game, everyone takes two cards from the top of the deck. After picking your cards, memorize them and place them both face down in front of you.

The person with the most recent birthday goes first, and turns continue counter-clockwise. During your turn, use a power or take two pennies (not both). Some powers cost pennies to use. Powers are exclusive to certain card holders.

Pennies:

The most powerful actions in the game cost pennies. All players take two pennies during their turn unless they decide to use a power.

Gulp:

This power allows anyone to eliminate a player of their choice. It costs 5 pennies.

Card	Power	Cost
Ace	Assassinate (eliminate someone)	3 Pennies
Queen	Protect from Ace	0 Pennies
Two	Take two cards from the top of the deck, keep two favorites and put the remaining two on the bottom.	0 Pennies
Seven	- Pick 2 cards from the top of the deck, keep two and put the remaining two on the bottom of the deck. - Protect from being robbed by the King. - Switch one card with another player.	0 Pennies
King	- Steal 2 coins from another player. - Protect from being robbed by the King.	0 Pennies
Jack	Take 3 coins from the center pile.	0 Pennies

Bluffing:

Players may bluff about which cards they have. This can allow them to use any power they want. However, other players may choose to call their bluff. In this situation, the player has to turn both of their cards over. If the bluff was called correctly, they are eliminated. If not, the player that called the bluff incorrectly is eliminated.

Additional Powers:

Powers may be added for the 1, 3, 4, 5, 6, 8, 9, 10, or joker cards (get creative).